



Space Channel 5



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Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-50611

DUALSHOCK®2

1 Player • Memory Card (BMB) (for PlayStation®2) : 73KB minimum • Vibration Function Compatible

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Space Channel 5



ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the **Space Channel 5™** disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the /RESET button again before commencing play.

NEWS FLASH!

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save/load game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. Only MEMORY CARD slot 1 may be used to load and save game data. Make sure there is enough free space on your Memory Card before commencing play.

MOROLIAN ALIEN INVASION! ALL EYES ON ULALA TO SAVE THE WORLD

It's the 25th Century, and planet Earth is in a state of crisis.

An alien race, the Morolians, have launched an invasion against Earth, randomly shooting innocent victims with a mysterious ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably, enslaving them to alien rhythms.

Of course, their attack has caused widespread panic.

The first station to grab the scoop is a little-watched space broadcaster - **Space Channel 5™**. Sensing a golden opportunity to boost ratings, the director, Fuse, has sent Ulala, the only reporter who hasn't been captured, to the scene. The broadcast begins at the location of the first incident - Spaceport 9. She must copy the Morolians' dance steps - Up! Down! Left! Right! Shoot! Shoot! Shoot!

Ulala is the only hope we have to defeat the Morolians and free the human victims. The future of the Earth is in her hands and - curiously - in her feet!

CHARACTERS



ULALA

Occupation: Channel 5 Reporter
Birth Date: May 30th, 2477
Star Sign: Gemini

Ulala, 22, has been working as a reporter at **Space Channel 5™** for the last two years. The capture of the other reporters covering the invasion has seen Ulala promoted to the investigative reporting team. This is her big chance to prove her reporting skills to the world!

MOROLIAN

Occupation: Alien Invader
Clone Date: N/A
Star Sign: N/A

The alien race who suddenly invaded Earth, the Morolians are an odd but undeniably cute bunch. Their ray guns turn innocent humans into hypnotised go-go dancers! They are very curious and possess a high level of intelligence. Working together in groups, Morolians are very mischievous and naughty little creatures.

FUSE

Occupation: Channel 5 Director
Birth Date: September 21st, 2464
Star Sign: Virgo

The 35 year-old director of the investigative reporting team, Fuse is normally a laid-back kind of guy. However, there has been a lot of pressure from his superiors, and he's been stressed out lately about the show's ratings. This anxiety has shortened his temper considerably, which probably won't help morale among his staff.

PUDDING

Occupation: Channel 42 Reporter
Birth Date: September 5th, 2480
Star Sign: Virgo

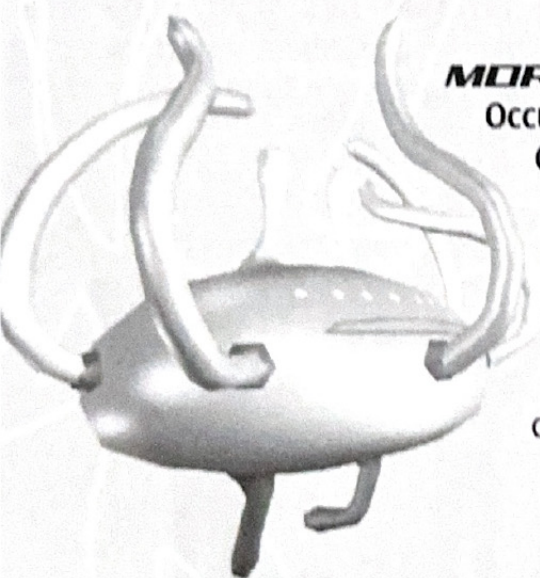
Pudding, a 19 year-old former teen idol, is a reporter for Channel 42. She has many adoring fans, yet harbours a strong jealousy towards Ulala, who seems to have appeared out of nowhere to steal her limelight.



MOROLINA

Occupation: Alien Boss
Clone Date: A long, long time ago
Star Sign: Walschaerts Minor

Designed to attack luxury passenger ships, this fiendish Boss character has captured a group of primary school students. Be careful not to hit the children while shooting!



HOW TO CONTROL ULALA

NEWS FLASH!

Space Channel 5™ is a One Player game only.

The basic controls are easy! After that it's down to your timing and reflexes.

NEWS FLASH!

This game is all about rhythm! Closely follow the timing and movements of the Morolians, and let Ulala do her thing!



- button: Shoot (rescue the humans)
- ⊗ button: Shoot (eliminate the Morolians)
- ↑, ↓, ←, →: Movement (Dance Mode - follow the Morolian orders. Shooting Mode - follow the on-screen instructions)

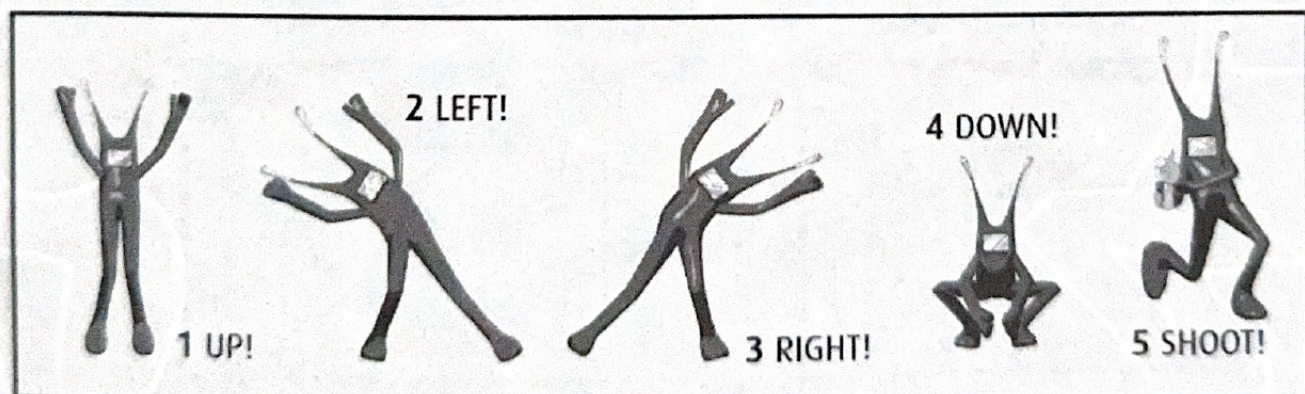
NEWS FLASH!

Careful with that laser, Ulala! Remember, shoot the Morolians with the ⊗ button and free the humans with the ● button. Don't get mixed up!

DANCE! SHOOT!

Ulala is the only one who can free the humans from the Morolians' dance trance. Succeed in your report by following the Morolians' dance steps and rhythm exactly!

DANCE MODE

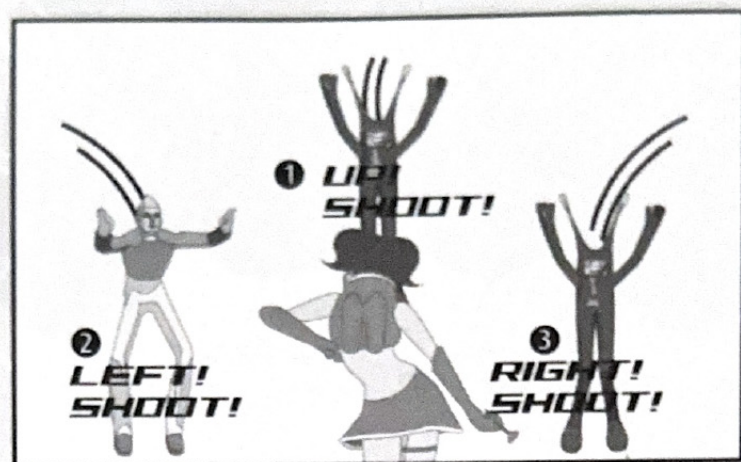


NEWS FLASH!

Copy the rhythm and timing of the Morolians' instructions and movement!

When Ulala's turn to dance comes, simply press the correct buttons in the same order and timing as the Morolians!

SHOOTING MODE



- Press the ⊗ button to shoot the Morolians.
- Press the ⊙ button to rescue the humans.
- Morolians/humans appear in three positions - "LEFT," "UP" and "RIGHT."
- Press ↑, ← or → and press the ⊙ button or the ⊗ button to shoot.

When several targets appear in the same direction, start shooting from the left. When it is Ulala's turn to shoot, simply press the correct buttons in the same order and timing as the Morolians!

NEWS FLASH!

Pay attention to where and in what order the Morolians appear!

THE GAME SCREEN

SHOOTING MODE



Current
turn

Current
viewer
ratings

DANCE MODE



Current
turn

Current
viewer
ratings

The
number
of times
Ulala
can fail

STARTING THE GAME

A short cinematic sequence will be displayed. Press the  button to skip the opening movie and access the Title Screen. Press the  button again to display the Main Menu.

NEW GAME

Launch directly into Ulala's mission to dance and shoot her way to victory over the Morolian menace.

CONTINUE

Select after loading a saved game.

LOAD

Access previously saved **Space Channel 5™** game files from Memory Card.

CHARACTER PROFILE

View profiles of characters featured in **Space Channel 5™**. Before you can view each character's profile, you must first rescue them. Press  or  to select a character category and then press  or  to select a character. Press the  button to view the character profile and press the  button to return to the previous screen. Once a character profile is displayed press , ,  or  to alter the camera angle of each character, and press the **L1** and **R1** buttons to zoom in and out.

TUTORIAL

View a tutorial of the game controls.

OPTIONS

Adjust the game settings and view current status.

CONTROLLER SETTINGS

Press  or  to select a control function and press  or  to adjust. Press the  button to return to the Options Menu.

VIBRATION MODE

Toggle the vibration setting of the Analog Controller (DUALSHOCK®2) ON or OFF.

DEFAULT

Use this setting to return all options to their default status.

SOUND OPTIONS

SOUND MODE Select Stereo or Mono sound output.

PLAYER'S STATUS

View Ulala's performance. Has she managed to increase her show's viewing figures or are people turning her off?

MINIMUM VIEW RATING

The minimum level of Ratings needed to proceed to the following report (stage).

OVERALL VIEW RATING

The Ratings level when the report (stage) was cleared.

MAXIMUM VIEW RATING

The best Rating of that report (stage).

RESCUE RATING

The percentage of victims rescued.

EXPECTED VIEW RATING

Ratings will start at this level in the next report (stage).

SUBTITLES

This option appears when the console is set to French, Spanish, German or Italian. Since all the characters in **Space Channel 5™** speak English, press **←** or **→** to enable/disable subtitles in your selected language. Press the **△** button to return to the Options Menu.

PAUSE MENU

Press the **▶** button while playing to pause the game and display the Pause Menu. Press **↑** or **↓** to select an item and press the **▶** button to confirm. Select either **PLAY** to resume playing or **PLAY END** to display the Game Over Screen.

SAVE

At the end of each report (stage) a Save Screen will be displayed, giving you the option to save your progress. 73KB of memory are required to save, and up to 8 game files can be saved per Memory Card. Press **↑** or **↓** to select the destination file and press the **⊗** button to save.

GAME OVER

Any of the following conditions will cut short Ulala's career as a reporter:

- If ratings fall to zero.
- If at the end of a stage, the ratings have fallen short of the objective displayed at the beginning of each report (stage).
- If the heart gauge displayed when dancing against a Boss character is fully depleted.

CONTINUE MENU

Once the game is over, the Continue Menu will be displayed. Press **↑** or **↓** to select an item and press the **⊗** button to confirm.

CONTINUE

Continue the game from the beginning of the last report (stage).

SAVE END

Save the game at the last played report (stage) and finish the game. Once the Save End Screen is displayed, select the destination file and press the **⊗** button to save. After the game is saved, press the **⬆** button to return to the Title Screen.

END

Finish the game without saving and return to the Title Screen, but don't forget to come back and see Ulala again real soon!

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*(SFt. 1. -/min.) Les enfants et les adolescents doivent se procurer
l'accord de leurs parents ou de la personne chargée de leur éducation.

• UK ————— 08705 99 88 77 ————— 09064 765 765 (incl. NI)*
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